



· Chaos Warrior ·

v1.01

This is an electronic version of Games Workshop's Warhammer Quest Pit Fighter Warrior pack.

As much as possible this electronic version resembles the original, though colour depths and the resolution of the images has been reduced in order to produce a smaller file size.

Due to the licensing restrictions on the Fonts used, they can't be embedded in the PDF. So to ensure that the manual looks as it's intended to you'll need the "Casablanca Antique" and the "Book Antiqua" fonts.

Enjoy.

A.

Chaos Warriors are thought of as inhuman, daemonic killing machines. men who have sold their souls for the pleasure of indiscriminate slaughter. Indeed this is in some measure true, and there are those who are so blighted by chaos that they must fight eternally in the warhost of their daemonic masters, having forgotten and abandoned their humanity forever.

There are many reasons why a man may turn to chaos, and many paths he may travel to serve the dark gods Some are enlisted by sects in their home town, following an inconspicuous trade by day, and joining the coven by night, revelling in the dangerous pleasure of the forbidden Others might be driven to follow the path of chaos through personal tragedy. Whatever the cause, desperation has often been known to drive otherwise upright individuals down the dark road to depravity and change.

Sometimes soldiers of fortune, mercenaries or freelancers are inculcated into the ranks of those following chaos In their case the desperation is often more immediate - perhaps they call out for salvation as their enemies close in on them for the kill, and all hope seems lost. Then, the powers of chaos may see fit to intervene and save the individual - at a price.



However they have entered into their pact with the chaos powers, all Chaos Warriors have certain things in common: they have sold their souls to the lords of chaos, and have glimpsed the possibility of immortality and power beyond dreams. Equally, they all know that there is no turning back - they are irrevocably damned.



When the other Warriors first meet the Chaos Warrior. the warping influences of his daemonic masters may have already manifested themselves visibly, as marks on his flesh, twisted features or in extreme cases extra eyes. ears, fingers or the like. If this is so, then the Chaos Warrior is likely to be very careful to conceal his true appearance when in the company of the Warriors. wearing his armour at all times, or keeping his features obscured by heavy cowls. furs or robes.

If the Warriors knew his true nature, they would be unlikely to tolerate the Chaos Warrior's company, as they have more than likely faced his kind in battle in the past Individually though, many Chaos Warriors are not evil as such, they Simply follow a different path from the rest of the world. Their objectives, urges, goals and desires are often incomprehensible to any other creature. inevitably making these individuals outcasts in any society, other than with their own kind. Yet for a while, a Chaos Warrior will make a stalwart ally, a deadly fighter and a powerful opponent to any who stand in his way. His is a lonely path, and ultimately leads to the darkest realm imaginable.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment card, a rulebook, any special cards and a Citadel miniature to represent the Warrior himself.

This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section, and a Roleplay section.

The Warhammer Quest rules contain all the rules for using the Chaos Warrior in your games. The Advanced rulebook covers all the rules for the progression of the Chaos Warrior through the battle-levels including any spells, skills or special rules, and the final section gives rules guides for using the new Warrior in the Roleplay system.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Chaos Warrior. Simply allow one of the players to choose the Chaos Warrior. The rules which follow explain how to use the Chaos Warrior in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Chaos Warrior!

Remember too, that if there is not a Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader

BIGGER GROUPS OF WARRIORS,

If you want to, you can take more than four Warriors into an adventure, adding the Chaos Warrior to the party of Warriors. If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are designed for parties of four Warriors, and if you send fifteen different Warriors down a dungeon, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, this is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. If the card says “1D6 Orcs”, roll the dice as usual and then multiply the result upwards to match the party size. - so a dice roll of four Orcs would become six Orcs, and so on.

· STARTING AS A CHAOS WARRIOR ·

The profile of a Chaos Warrior is as follows:

Wounds	3D6
Move	4
Weapon Skill	4
Ballistic Skill	5 +
Strength	3
Toughness	3 (4)
Initiative	3
Attacks	1
Pinning Roll	5+



WOUNDS

The Chaos Warrior starts off with 3D6 Wounds. When you are rolling Wounds, remember that if you roll any 1's, you may re-roll the dice, but if the dice comes up with a second 1, you must keep it.

EQUIPMENT

The Chaos Warrior does not have an Equipment card as such, instead he starts the game with the “Mark of Chaos” card. This represents the magical emblem which the Chaos Warrior has emblazoned on his flesh, the sign of his chaos patron. The Mark of Chaos allows the Chaos Warrior to re-roll any single dice roll once per adventure.

WEAPONS

The Chaos Warrior carries a mighty axe, which causes 1D6 + his Str (3) Wounds whenever he hits his target.

ARMOUR

At the start of the game, the Chaos Warrior is wearing light armour, which gives him +1 Toughness (taking his Toughness from 3 up to 4)



GIFTS OF CHAOS


In addition to the equipment, armour and weapons outlined above, the Chaos Warrior also starts the game with a number of other special abilities and items. Because of the unpredictable nature of chaos, the nature and number of these “gifts” is not fixed. Each time you bring a Chaos Warrior to a game of Warhammer Quest, you must work out what these “gifts” are.

Before you start the game, roll a dice and consult the table below.

- 1-3 The Chaos Warrior starts the game with 2 chaos attributes and 1 chaos artefact.
- 4-6 The Chaos Warrior starts the game with 1 chaos attribute and 2 chaos artefacts

Roll on the two tables below to find out what artefacts/attributes your Chaos Warrior has.

CHAOS ATTRIBUTES (Roll a D6)	
1	Mindless. If the Wizard rolls a 1 in the Power Phase, the Chaos Warrior turns into a mindless, babbling idiot. He has a WS of 1 until the end of the turn. when he returns to
2	Arcane Knowledge. If the Wizard rolls a 6 in the Power Phase, the Chaos Warrior is overcome by dark, chaotic thoughts. Roll a D6.
1-2	The Chaos Warrior may do nothing this turn. Any opponents who attack him may add +2 to their to hit rolls. The Chaos Warrior Returns to normal at the start of the next turn.
3-6	The Chaos Warrior gains +1D6 Initiative for the turn. He may also take one random spell card, which must be cast immediately. The spell is cast automatically. If it cannot be cast for any reason, it is discarded.
3	Poisonous Bite. Once per turn, the Chaos Warrior may make a special site attack, in addition to his normal attacks. The Bite attack is at -1 to hit, and causes 2 Wounds, with no modifiers
4	Warp Magic. At the start of the game, randomly select one spell card. The Chaos Warrior may cast this spell once during the adventure, and it works automatically.
5	Teleport. Once per game, the Chaos Warrior may teleport, instead of moving. He may teleport to any square on the board. When teleporting, he may ignore Pinning rules. Remember the rules for being lost in the dark though!
6	Warp Frenzy. At the start of each new event that reveals Monsters, roll a dice. On a score of 6 the Chaos Warrior is frenzied for the duration of the combat. While frenzied, he has +2 Attacks. but is at -1 to hit.

CHAOS ARTEFACTS (Roll a D6)	
1	Parrying Blade. This weapon reduces the attacks of one of the Warrior's opponents by -1.
2	Ring of Desolation. This ring allows the bearer to make an Ice Missile attack once per turn, in addition to any other attacks he might make. The Chaos Warrior must make a BS roll to hit. Any Monster hit is frozen for the rest of the turn. While frozen, a Monster may not attack or be attacked. The Monster will return to normal at the beginning of the next turn.
	
3	Lashing Blade. This weapon allows the Warrior to strike opponents up to four squares away.
4	Chalice of Night. Roll a dice at the start of the game - this is the number of Attacks that will hit automatically this adventure. The Chaos Warrior may choose which attacks hit automatically.
5	Entrancing Blade. This blade has a hypnotic effect on Monsters that are attacking the Chaos Warrior. Any Monsters attacking the Chaos Warrior must roll a dice. If they score 6, they may do nothing that turn.
6	Axe of Mighty Striking. Once per game, this weapon will cause 8D6 Wounds damage. Toughness and armour may be deducted as normal. The Chaos Warrior must state he is going to make this special attack before he rolls the dice to hit. If he misses, the attack is wasted. At other times the axe causes normal damage (1D6+3), though it does still count as being magical.

CHAOS WARRIORS AND TREASURE

Chaos Warriors may keep any type of treasure. However, they may only actually use potions and non-magical treasure, such as gold, firebombs, flashpowder etc.

All they can do with the rest is collect it for its gold value, which is totalled up at the end of the game. Of course, the Chaos Warrior may decide to sell some of his treasure to the other players if he wants to...

Though the Chaos Warrior cannot use magic treasure, he can of course use chaos artefacts!



· ADVANCED RULES ·

VISITING SETTLEMENTS

The Chaos Warrior is a somewhat enigmatic, unusual character, and as such may cause suspicion and distrust when he visits a Settlement. Sometimes the militia of Settlement will even throw the Chaos Warrior out of town. Of course, if he has any obvious signs of chaos, the likelihood of this happening increases tremendously.

Whenever the Warriors arrive in Settlement, the Chaos Warrior must roll a dice for every chaos attribute he possesses that is obviously manifest. These attributes are marked with a star (*) in the following tables. If any of the dice comes up with a 1, then he is refused admission to the Settlement.

The Chaos Warrior may visit the following locations:

The Alehouse, any trader, the Alchemist and the Chaos Temple. He may visit the Pit Fighter's fighting school (but not the armoury). He may visit the Gambling Den. He may not visit any other location at all.

WHAT CAN HE BUY?

The Chaos Warrior can buy any items which are available to the Barbarian, with the exception of missile weapons. He does not like missile weapons, preferring to dispatch his foes with his trusty blade.

THE CHAOS TEMPLE

In many towns there are those who have rejected the accepted gods, the established religions, and have turned to other, darker Forms of worship. These Chaos cults are steeped in secrecy, as to be revealed as a follower of chaos is to be shunned, reviled and often executed. However, the attraction of chaos is power and immortality, and there are usually the insane few who are willing to take whatever risks are necessary to gain the patronage of the chaos gods.

Whenever he visits a Settlement, the Chaos Warrior may attempt to find a Chaos Temple, to pray to his dark gods and to make offerings and sacrifices to the altar that lies within.

The Chaos Warrior must find the temple, just like any other special location in a town or city.

He must spend 2D6x10 gold as offerings at the Chaos Temple, hoping to receive the attention of his dark gods.

After paying the required gold, roll a D6 and consult the table below :

- 1 The warping forces of chaos surge through the Chaos Warrior's veins, and he staggers drunkenly around the temple. When he comes to his senses, he realises that he has been... changed!

The Chaos Warrior gains 2 chaos attributes, see the Chaos Attributes Table on Page 9.

- 2 The warping forces of chaos surge through the Chaos Warrior's veins, and he staggers drunkenly around the temple. When he comes to his senses, he realises that he has been. Changed!

The Chaos Warrior gains 1 chaos attribute , see the table below.

- 3 The gods of chaos are not listening, there are greater things afoot in the world to claim their attention.

The Chaos Warrior's pleas go unanswered.

- 4 The Chaos Warrior stands before the altar to his dark gods, imploring that they listen to his cries. In the past, they punished him by granting him a warping, crippling attribute. Despite this cruel trick, the Chaos Warrior has served his masters well, and is sure that now is the time for the balance to be redressed.

The player must select any single attribute, crossing it off his Warrior profile. As that attribute vanishes, the Chaos Warrior gains another! Roll another attribute randomly, and take that instead.

- 5 As he touches the altar and dedicates his victims to his masters, the Chaos Warrior feels renewed strength and vigour coursing throughout his body.

The Chaos Warrior gains 1 extra Wound permanently.

- 6 The Temple reels and swirls as solid objects begin to mutate and change.

Nothing is as it should be, and darkness claims all. The power of chaos is at hand. and the Chaos Warrior kneels before its mighty presence.

The Chaos Warrior may, if he chooses. try to merge two chaos artefacts together, so that their powers are joined into one single powerful artefact.

If you wish to do this, select the two artefacts. They must be similar artefacts, such as hand-to-hand weapons, or shields.

The Chaos Warrior places both artefacts on the altar, and waits with eager anticipation.

Roll a dice and consult the following table to see what happens next:

- | | |
|-----|---|
| 1 | One of the artefacts vanishes, sucked back into the warp, and the other remains unchanged. Randomly select which of the two artefacts vanishes. The Chaos Warrior no longer has this artefact. |
| 2-3 | Nothing happens, the gods of chaos have no interest in the petty wishes of their servant. |
| 4 | The altar is briefly obscured by cloying smoke, drifting around the temple and fogging the senses. When the smoke clears. the two original artefacts are still there, unchanged, but another sits alongside them. |

The Chaos Warrior retains the two original artefacts, and also gains another Roll on the Chaos Artefacts Table to see what the new artefact is.

- 5-6 Time slows, the temple darkens, the fabric of reality groans and shifts. When the moment passes, there is but one artefact left an the altar, a mutated union of the two placed there by the Chaos Warrior.

The two items are now merged. Cross them off your Adventure Record sheet and write in the combined abilities of the new item. It is a good idea to name the artefact, as it will no doubt become one of the Chaos Warrior's most trusted and treasured items.

Note that if items of armour are merged together, the Toughness bonuses do not merge. Although the new shield, helm or whatever has the special properties of both former artefacts, it retains the highest Toughness bonus of the two former items. For example, an Ogre Helm (+1 Toughness), merged with a Helm of Daemon Sight (+1 Toughness), will merge into an 'Ogre Helm of Daemon Sight' with all the special rules applicable to both helms. However, it will only give +2 Toughness, not +3.

Furthermore, you may not merge items which multiply an ability or characteristic So. if you have two items which double attacks, they may not be merged.



Within these limitations, you can continue to merge items as the Chaos Warrior visits the temple again and again. This way, the 'Ogre Helm of Daemon Sight' can be merged with the 'Death Helm' if the Chaos Warrior gains one, to create the 'Death Ogre Helm of Daemon Sight'.

BATTLE-LEVELS

In order to progress through the battle-levels, the Chaos Warrior collects gold for the Monsters he kills, just like any other Warrior. His training is carried out at the Chaos Temple. However, his Battle-level Table has certain important differences, which require some explanation.

The path through the battle-levels for a Chaos Warrior is fickle and unpredictable. It may be the case that he does gain increases in his characteristics, but it is equally likely that he will be given a chaos gift by his patron power instead an extra eye, poisonous fangs or some other such reward. Sometimes he may gain both.

At other times he may gain neither instead being rewarded with a daemon blade or chaos armour. This means that unlike other Warriors, two Chaos Warriors of the same level might be very different indeed! The only fixed benefits as he goes up through the battle-levels will be some of his increases in Wounds, and the point at which he deals extra damage to his foes. Everything else however is unsure.

So, rather than gaining 'treasure' in the traditional sense, the magical items gained by Chaos Warriors are gifts from their dark gods, many of which carry a curse as much as a blessing.

TRAINING

The Chaos Warrior does not acquire skills like the other Warriors. Instead, when he trains to go up a level, he gains characteristic increases, as well as chaos attributes and chaos artefacts.

Most Settlements have a hidden Chaos Temple. where the Chaos Warrior can go to train. In order to see whether a Settlement has such a Temple, the Chaos Warrior player must score 7 or more on a dice roll. just as usual when looking for a special location. Chaos Temples are never present in villages. In a town, the Chaos Warrior rolls 2 dice to see if he can find a Temple, and in a city he rolls 3 dice.

In the Temple, the Chaos Warrior does not train as such. Instead, he makes offerings to his gods, hoping for some kind of blessing or gift. He does this by giving up the gold prescribed on his Battle-level Table.

Once he has paid his gold the Chaos Warrior makes a number of dice rolls on the Path of Chaos Table, below. His Battle-level Table will show how many rolls he can make.

The Path of Chaos Table shows how many, and what sort of, rewards he gains: characteristic increases, attributes of chaos or artefacts of chaos.

Once he has found what benefits he has gained, he rolls on the specific table for each to see what his actual benefit is. Unlike other forms of training, this takes place immediately, and just takes up one day of the stay in a Settlement.

PATH OF CHAOS TABLE (Roll a D6)

	3 Chaos attributes.
1	Roll three times on the Chaos Attributes Table.
	1 Chaos attribute.
2	Roll once on the Chaos Attributes Table.
	1 Characteristic increase.
3	Roll once on the Characteristic Table.
	2 Characteristic increases.
4	Roll twice on the Characteristic Table.
	Chaos artefact.
5	Roll once on the Chaos Artefacts Table.
	A Chaos artefact and a characteristic increase.
6	Roll once on the Characteristic Table and once on the Chaos Artefacts Table.

CHAOS ATTRIBUTES

Some chaos attributes are cumulative, that is, the Chaos Warrior may gain the attribute more than once, adding the effects together. For instance, the Frenzy attribute gives the Chaos Warrior a 6+ chance to become frenzied in combat. If he gets this attribute again, then he has Frenzy 5+ and so on.

To find out which new attribute the Chaos Warrior gains, roll a D66 and consult the following table.

To work out the score of a D66, roll two dice, counting the first dice as tens, and the second dice as units. So, for example, a 3 followed by a 1 is 31. Attribute 31 is "Powerful Legs".

CHAOS ATTRIBUTES TABLE (D66)

11 Frenzy (6)

At the start of each new event that reveals Monsters, roll a dice. On a score of a 6 the Chaos Warrior is frenzied until the room is cleared. Whilst frenzied, the Chaos Warrior gains +2 Attacks, but is at -1 to hit.

If you gain Frenzy again, add +1 to your Frenzy number (Frenzy 6 becomes Frenzy 5 etc).

12 Poisonous Bite

Once per turn, the Chaos Warrior may make an extra Bite attack if he is in hand-to-hand combat. This is at -1 to his to hit roll, and if he hits, the target takes 2 Wounds from the poison bite, with no modifiers for Toughness or armour, Ignore Pain. Ignore Blow, Dodge or any other special Monster ability.

If you gain this attribute again, it simply gives you another extra Attack, just as explained.

**13 Mark of Chaos (*)**

Somewhere on the Chaos Warrior's body is the mark of chaos. This can be anything from an oddly coloured or oddly shaped wart to a clearly defined chaos star or one of the symbols of the chaos powers. Roll a dice. On a score of a 1, the sign is emblazoned on the Chaos Warrior's face, and should be treated as an obvious sign of chaos. It would be a good idea for him not to remove his helmet any more.

On any other dice roll, the mark can be concealed easily. For each mark of chaos the Chaos Warrior has, he may re-roll one dice roll per adventure.

14 Iron Hard Skin

The Chaos Warrior's skin, although it looks normal, is as hard as iron. The Chaos Warrior gains +1 Toughness.

This attribute may be gained more than once in the Chaos Warrior's career.

15

Agility

The Chaos Warrior has amazing reactions and co-ordination. He gains +1 to any tests which involve dodging, jumping, leaping etc, at the gamesmaster's discretion. If you are not using a gamesmaster, roll again.

This attribute may be gained more than once in the Chaos Warrior's career.

16

Atrophy(*)

The Chaos Warrior's flesh withers and ages, roll a dice:

- 1 The Warrior ages 30 years, losing -1 from his WS, Str and Initiative characteristics.
- 2 The Warrior ages 10 years, losing -1 Str
- 3-6 The ageing process is purely cosmetic, leaving the Warrior looking somewhat haggard and ancient, yet not affecting his profile at all.

This attribute may be gained more than once in the Chaos Warrior's career.

21

Blood Rage

Whenever an event reveals Monsters. roll a dice to see what effect their appearance has upon the Chaos Warrior.

- 1 In a mindless fury, he attacks the nearest Warrior this turn, ignoring any pinning rules in his determination to get into combat. For this turn, he is at -1 to all his to hit rolls, but gains +1 Strength and +1 Attacks. Roll again on this table next turn.
- 2-5 The Chaos Warrior mounts a raging attack against the nearest Monster. With -1 on all his to hit rolls, but +1 Strength and +1 Attacks. If there are no Monsters on the board, he will attack a Warrior instead. Roll again on this table next turn, adding +1 to your dice roll.
- 6 The Chaos Warrior regains his self control, and may move and fight as usual.

If you already have Blood Rage, then roll again for another attribute instead.

22 Cowardice

Whenever an event reveals Monsters that cause fear or terror, the Chaos Warrior must roll a dice.

Score	Effect
1,2	The Chaos Warrior is at -1 on his fear dice rolls, and a on his terror dice rolls.
3+	Mastering his cowardice, the Chaos Warrior makes his Fear/Terror test as usual.

Roll again if your Chaos Warrior already has this attribute.

23 Fangs

The Chaos Warrior has sharp incisors, and all his teeth rise to fine points.

The Chaos Warrior may nominate 1 of his Attacks each turn. If that attack hits his target, then he gains an extra Bite attack, which hits automatically, doing 1D6 Wounds. The target may not deduct anything from these Wounds at all.

This attribute may be gained more than once in the Chaos Warrior's career.

24 Psychotic Warrior

The Chaos Warrior has gone one step too far towards the madness which engulfs his kind. Cackling and giggling to himself at his own macabre jokes, he finds the death and carnage of the dungeon most amusing. He is now at +1 to all psychology-based tests such as fear and terror.

This attribute may be gained more than once in the Chaos Warrior's career.

25 Magic Resistance

The power of Chaos makes the Warrior particularly resistant to spells. If any spells are cast directly against him, he may ignore them on a dice roll of a 6.

If his magic resistance increases for any reason, such as acquiring a ring of magic resistance, this ability is cumulative with the new ability. So if he had a ring of +1 magic resistance and this ability, his total magic resistance would be 5+.

This attribute may be gained more than once in the Chaos Warrior's career.

26 Mindless

At the start of each turn, roll a dice for the Chaos Warrior. On a score of anything but a 1, he is fine. However, if he rolls a 1 then he becomes mindless for the rest of the turn.

While mindless, the Chaos Warrior's intellect is reduced to zero, and he becomes a mindless babbling idiot. His WS is 1, as is his Attacks. He cannot use a missile weapon.

At the end of the turn, he returns to normal. Roll again next turn.

If your Chaos Warrior is already mindless, roll again for another attribute.

31 Powerful Legs

The Chaos Warrior's legs become very heavily muscled, giving him the ability to ignore any armour-based movement penalties. Furthermore, the Chaos Warrior gains +1 to his movement.

This attribute may be gained more than once in the Chaos Warrior's career.

32 Razor Claws

In hand-to-hand combat, the Warrior may make an extra attack with his razor claws each turn. This is resolved just like any other attack, using the Chaos Warrior's normal to hit. Strength dice etc, except it ignores armour completely.

This attribute may be gained more than once in the Chaos Warrior's career.

33 Scaly Flesh (*)

The Chaos Warrior's flesh begins to turn scaly and chitinous. This process is a slow one and may take years to complete. Whenever the Chaos Warrior goes up a battle-level from now on, roll a dice.

1 The scales affect the Warrior's mobility, reducing his movement rate by 1. If his movement rate has already been reduced by -1 because of scales, then treat this result as a 2-5.

2-5 No change in the condition, although small areas of scales are sprouting elsewhere on his body.

6 The scales have spread fairly rapidly adding +1 to his Toughness.

If your Warrior already has Scaly Flesh, then roll again for a different attribute.

34 Weaponmaster

The Chaos Warrior may choose one of his weapons. The power of chaos links the weapon to him in a psychic bond, guiding his hand when he uses the weapon in combat. When using this weapon, on top of any other benefits the weapon might confer, the Warrior will gain an additional benefit. Choose one of your weapons, and roll now to see what the permanent effect upon the weapon is:

- 1 The Chaos Warrior gains +1 on all his dice rolls to hit with that weapon.
- 2 When using this weapon, the Chaos Warrior may re-roll any single attack which misses each turn.
- 3 When the Chaos Warrior hits his target with this weapon, he causes an extra D6 Wounds.
- 4 This weapon ignores any armour his opponent is wearing on a to hit dice roll of 5 or 6.
- 5 The Chaos Warrior gains an extra Attack when wielding this weapon in combat.
- 6 On a dice roll of 5 or 6, this weapon ignores armour and Toughness.

This attribute may be gained more than once in the Chaos Warrior's career.

35 Strong

The Chaos Warrior's muscles grow and swell as the energy of chaos flows through his veins. He gains an extra +1 Strength.

This attribute may be gained more than once in the Chaos Warrior's career.

36 Fast

The Chaos Warrior's reactions speed up immensely - he gains +1 Initiative and +1 Movement.

This attribute may be gained more than once in the Chaos Warrior's career.

41 Warp Magic

The Chaos Warrior may randomly select any one spell appropriate for his level. Once per adventure, he may cast this spell automatically. For instance, a battle-level 8 Chaos Warrior will have 1 randomly selected level 8 spell to cast automatically once per dungeon.

This attribute may be gained more than once in the Chaos Warrior's career.

42 Albino (*)

The Chaos Warrior's flesh turns snow-white. This has no effect on the Warrior whilst underground, but in daylight he avoids direct sunlight if possible as his skin is very sensitive to light. and he is easily blinded.

If your Chaos Warrior is already an albino. then roll again for a different attribute.

**43 Alcoholism**

The Chaos Warrior is taken with an insatiable desire for alcohol. His constitution is changed by the power of the chaos such that anything he drinks is now turned to alcohol inside his stomach. apart from any other effect potions have on him, there is a chance that they will also render him insensible.

Ever/ time he drinks a potion (or anything else) roll a dice and apply this result.

- 1 The Chaos Warrior falls to the ground, insensible. He will awaken after remaining prone for a whole turn with no recollection of what happened to him.
- 2 The Chaos Warrior becomes aggressive and attacks the nearest Monsters, with +1 Attacks and -1 WS. If there are no Monsters around. he will attack the nearest Warrior instead. after a full turn, he reverts to normal.
- 3 The Chaos Warrior staggers around slightly but otherwise seems unaffected. He is at -1 M and -1 WS this turn, after a full turn he is back to normal.
- 4-6 The Chaos Warrior is unaffected.

For every day he spends in a Settlement, the Chaos Warrior must roll a dice before doing anything else. If he scores a 1 then he spends the day in the alehouse and may do nothing else all day. He must still roll on the Alehouse Events Table, roll for a Settlement event, pay for accommodation etc as usual.

If your Chaos Warrior is already alcoholic. then roll again for a different attribute.

44 **Insubstantial (*)**

As the power of the warp grows in the Chaos Warrior, his form becomes slightly blurred and misty as he slips further towards the otherworldly realm of daemons. He has a foot in both worlds, and may lose his grip on the physical world completely.

All Monsters are at -1 to hit the Chaos Warrior.

If your Chaos Warrior already has this attribute, then roll again for a different attribute.

45 **Featureless Face (*)**

The Chaos Warrior's features vanish, and his face is now a smooth expanse of flesh.

If your Chaos Warrior already has this attribute, then roll again for a different attribute.

46 **Hunchback (*)**

The Chaos Warrior develops a noticeable hump in his back, twisting his body into a crooked shape. His movement is reduced by 1 square per turn.

This attribute may be gained more than once in the Chaos Warrior's career, but his Movement will never drop below 1.



51 **Hypnotic Gaze**

The Chaos Warrior's eyes glow with a piercing light. Once per turn, he may attempt to hypnotise his foe. Select any one model that is within his line of sight. Roll a dice: on a score of a 6, the model is hypnotised for the duration of the turn. Whilst hypnotised, the model loses 1D6 Attacks.

If he gains this attribute again, then he may attempt to hypnotise two or more Monsters per turn, or try again to hypnotise his target if his first try fails, and so on.

52 **Levitation**

On a dice roll of 5 or 6, the Chaos Warrior may levitate, just like the spell.

If your Chaos Warrior already has this attribute, then roll again for a different attribute.



53 **Arcane Knowledge**

All manner of arcane knowledge fills the Chaos Warrior's head, secrets revealed to him that mortals should never know. In the Power Phase of each turn, if the Wizard rolls a 6, then the Chaos Warrior is affected in one way or another. Roll a dice.

1-2 Completely overwhelmed by the whirlwind of knowledge within his mind, the Chaos Warrior drops whatever weapon he is carrying and falls to his knees with his head in his hands. While in this state, he may do nothing, and if attacked, any opponents may add +2 to their to hit rolls. The Chaos Warrior is back to normal at the start of the next turn.

3-6 The Chaos Warrior gains +1D6 Initiative for the turn, and may draw one spell card which must be cast immediately. The spell is cast automatically. If it cannot be cast for any reason, then it is discarded.

If your Chaos Warrior already has this attribute, then roll again for a different attribute.

54 **Spits Acid (*)**

Once per turn, the Chaos Warrior may Spit a blinding stream of acid at the Monster nearest to him up to a maximum range of 2 squares. He rolls to hit against his BS. and if the hit is successful, it causes (1D6 +1 Wound per level of the Warrior) Wounds as the acid eats through armour and flesh. Armour and Toughness may be deducted as usual.

The Chaos Warrior may gain this attribute more than once, giving him an extra Acid attack each time he does so.

55 Vampiric Tendency

The Chaos Warrior has a thirst for blood. He wants to drink the blood of his victims, and to a lesser extent, his companions. He gains an extra Bite attack each turn, rolling to hit as usual. The bite causes 1D6 Wounds with no deductions at all, and the Chaos Warrior gains the Wounds back himself. He may never gain more than his starting quota of Wounds.

At the end of every event which reveals Monsters, once all the Monsters are dead, the Chaos Warrior must try and hold his red thirst in check. Roll a dice.

- 1 The Chaos Warrior loses control, and spends the next turn drinking the blood of one of his victims.
- 2-6 The Chaos Warrior holds his thirst in check

Note that between adventures, the Chaos Warrior may drain the blood of victims into potion bottles if he wishes. These are innocents he kills whilst in a Settlement. When down the dungeon, he can drink a "potion" if the thirst overcomes him, instead of drinking the blood of his victims. Doing this will also give him 1D6 Wounds back. This may allay any fears his companions have, for a while at least...

If the Chaos Warrior does take to slaughtering innocents, each time he does so he rolls 2 dice. On a double 1, he's discovered, captured and killed with a stake through the heart. He may try this no more than 1D6 times per Settlement.

If your Chaos Warrior already has this attribute, then roll again for a different one.

**56 Teleport**

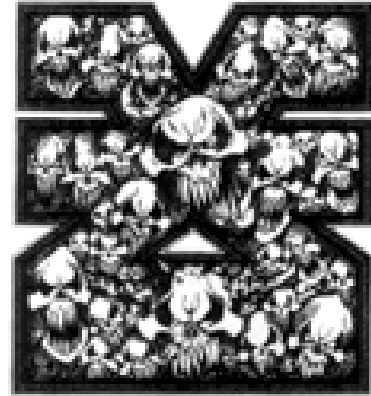
Once per game, the Chaos Warrior may, instead of moving normally, teleport to any square he wants on the board. When teleporting he ignores the rules for pinning. Remember the rules for being lost in the dark though!

If he gains this attribute again, the Warrior may make an extra teleport move per game, and so on.

61 Telepathy

The Warrior can read minds to some extent, and picks up hostile vibrations in the atmosphere. As such, he can never be Surprised. When Monsters appear who would normally ambush the Warriors, he is not affected. Instead, once the Monsters are placed, he rolls a dice. On a score of 5 or 6, He gets an extra set of attacks before the Monsters strike. These attacks are resolved in addition to any others he may have that turn. All the other Warriors are ambushed as usual.

If your Chaos Warrior already has this attribute, roll again.

**62 Eyes of Fire (*)**

The Chaos Warrior's eyes glow with a dull red light. He can now see in the darkness without the aid of the lantern, and so may move and explore on his own if he wishes.

If your Chaos Warrior already has this attribute, then roll again for a different attribute.

63 Uncanny Resemblance

The Chaos Warrior's appearance begins to shift, his features slowly melding into a new face over a period of some months. Each other Warrior rolls a dice. The one who scores the highest suddenly realises what has been bothering him for the past week or so the Warrior bears an uncanny resemblance to his brother!

If your Chaos Warrior already has this attribute, then roll again for a different one.

64 Invisibility

The Chaos Warrior has the power to become invisible for one turn per game. While invisible, he may fight as normal, but may not be attacked himself.

If the Chaos Warrior gains this attribute more than once, he can become invisible once per game for each time gains the attribute.

65 Regeneration

The Chaos Warrior's body tenaciously clings to life, regrowing and mending the most hideous wounds.

At the end of any turn in which the Chaos Warrior has been hit by one or more foes, he may attempt to heal his Wounds by regenerating.

To do this, he rolls a dice. If he is currently above zero Wounds, then on a dice roll of 4+ he will regain 1 Wound per battle-level.

If he is on zero Wounds or less (i.e., about to die) then on a 5+ he will regenerate 1D6 Wounds.

**66 Warp Change(*)**

The Chaos Warrior feels his body warp and change. Roll a dice He has gained...

- 1,2 An extra eye, ear or thumb (*)
- 3 An extra characteristic (roll on the Characteristic Table).
- 4 One extra random chaos attribute.
- 5 One extra random chaos artefact
- 6 One extra random extra attribute and one extra random chaos artefact

*These characteristics will almost certainly mean that he has to wear gloves, a cowl or helmet at all times!

CHARACTERISTICS TABLE (Roll 2D6)

- 2 **Movement.** The Warrior adds +1 to his Movement characteristic.
- 3 **Luck.** The Chaos Warrior's Luck increases by +1.
- 4 **Attacks.** The Chaos Warrior gains an extra Attack.
- 5 **Ballistic Skill.** The Chaos Warrior's chance to hit goes up by +1.
- 6 **Toughness.** The Chaos Warrior gains +1 T
- 7 **Weapon Skill.** The Chaos Warrior's WS increases by +1.
- 8 **Wounds.** The Chaos Warrior adds +1D6 Wounds to his starting score.
- 9 **Initiative.** The Chaos Warrior's Initiative goes up by +1.
- 10 The Chaos Warrior gains +1 on all dice rolls to escape Pinning.
- 11 **Strength.** The Chaos Warrior gains +1 Str.
- 12 **Willpower.** The Chaos Warrior gains +1 WP.



The characteristic increases gained are permanent improvements to the Chaos Warrior's profile.

CHAOS ARTEFACTS TABLE

Whenever the Chaos Warrior gains another chaos artefact, roll a D66 and consult the following table to see what the new artefact is.

To work out the score of a D66, roll two dice, counting the first dice as tens, and the second dice as units. So, for example, a 3 followed by a 1 is 31. Artefact 31 is a Ring of Illusion.

11 Helm of Sorcery

This helm glitters with a sinister light surrounding the Chaos Warner with halo of energy.

This glittering helm adds +1 to the wearer's Toughness. Before each adventure, the Chaos Warrior may randomly select one Wizard's attack spell, appropriate to his level; This spell is stored in the helm. Once per game, the spell can be cast automatically whenever the wearer wishes.



12 Bewitched Blade

This blade is black as pitch, with dark red runes inscribed on its surface.

This sword cannot be discarded it must be used. The only way the bearer may get rid of it is by paying 1D6x500 gold the next time he finds a Chaos Temple. Only then will the curse be lifted. The sword draws danger from many leagues, and in the Power Phase, an unexpected event will occur on a dice roll of a 1 or 2 while this blade is with the party of Warriors. The weapon itself is magical, but has no other property.

13 Black Hood of Kargan

This hood appears insubstantial and ghost like, as though only partially existing in this plane.

The Hood allows the wearer to live without breathing. He is thus immune to all gas-based attacks, and can breathe freely underwater or even in a vacuum.

Note that any weapons or armour gained are magical, on top of any other abilities they might have.

The only way a Chaos Warrior can ever gain a powerful magic item he can use is if he is given one as a 'gift' by the chaos gods. He cannot use normal magic treasure. Only a Chaos Warrior can use chaos artefacts, he cannot sell or swap them with other Warriors.

14 Ring of Desolation

This ring is carved from ice. Although dripping water continuously it never seems to melt or lose its shape.

This ring allows the wielder to make an Ice Missile attack once per turn, as well as any other attacks he might make. He must roll his normal BS roll to hit. Any Monster hit is frozen for a whole turn. Whilst frozen, a Monster may not attack or be attacked. The Monster will return to normal at the beginning of the next turn.

15 Axe of Hellstone

The blade of this weapon is inscribed with twisting sigils of power, blazing icons of destruction which hurt the eye to look upon.

This blade allows the wielder to inflict double whatever damage he rolls. The damage is doubled up and then his Strength added to the score. He does not roll the damage, add his Strength and then double the score. If the Chaos Warrior uses this axe, then he may only make 1 Attack per turn.

16 Spell Eater Blade

The blade is plain and dull, only bursting into a blaze of light when magic is cast in its immediate vicinity.

This sword allows the wielder to ignore the effects of any spell cast against him on a dice roll of 5 or 6 (i.e., it gives him +2 magic resistance).

21 Deathlust Blade

This weapon drips gore on the floor as long as it is out of its scabbard.

This weapon causes 1D6 extra Wounds every time it hits.

22 Collar of Deflection

This collar is filled with magical intelligence, anticipating the moves of its opponents as though It had a mind of its own.

The collar allows the wielder to ignore any attack made against him each turn on a dice roll of a 6.

23 Blade of Disenchantment

This blade is ancient beyond telling, and its edge cracked and broken, in battle it crackles with barely contained energies, smiting down the foes of its wielder.

Every time the wielder wounds a Monster that carries a magic weapon, who wears any magical armour or who has any other magic item, this blade destroys a single piece of its magic equipment. The Chaos Warrior may choose which magic item is destroyed.

24 Entrancing Blade

Multi-coloured lights and patterns fly from this blade as it whirls in battle, confusing and hypnotising its wielder's foes.

This blade has a hypnotic affect on any opponents attempting to attack the wielder they must each roll a dice. On a score of a 6, they stand around and do nothing for that turn.

25 Snarling Blade

As enemies approach, this sword snarls and growls, anticipating the slaughter to come.

This weapon gives the wielder double his normal complement of Attacks.

Its abilities may never be added to any other weapon nor may those of any other weapons be added to its.

The sword is partially sentient, and may not be discarded, put down, sold or given away until the Chaos Warrior reaches battle-level 5. Until then it will always stay welded to his hand. After that, the Chaos Warrior is sufficiently powerful to master the sword.

26 Glittering Shield

This shield shines with such a lustre that any opponents are hard pressed to see who they are attacking.

This shield reduces the opponent's chances to hit. Any Monster attacking the wielder is at 1 to all his to hit rolls. The shield also gives +1 Toughness to the wielder.

31 Ring of Illusion

This ring appears a humble band, worn by a humble man but it may conceal a deadly secret.

This ring allows the wielder to conceal his true appearance he looks just like any other normal human Warrior. Apart from anything else, this means that the Chaos Warrior no longer has to make the dice rolls for his mutations to see whether he is allowed into Settlements or not.

**32 Crown of Immunity**

Cast in the strongest of iron, and enchanted in the forge fires of chaos this crown causes great power to flow through the arms of the wearer.

This crown gives the wearer +2 Toughness.

33 Skull Amulet of Impunity

This strange artefact possesses the power, to restore energy and vitality to the exhausted or wounded.

At the start of each adventure, the Chaos Warrior must roll a dice to see what effect the amulet has upon him Its effects last for the duration of the adventure. Before the start of the next adventure he must roll again, and so on.

Dice Roll	Effect
1	The Chaos Warrior loses 1 Wound permanently from his starting score.
2	The Chaos Warner is at -1D6 Wounds on his starting score for the duration of the adventure.
3-4	The Chaos Warrior is at +1D6 Wounds to his starting total for the duration of the adventure.
5	The Chaos Warrior is at +2D6 Wounds to his starting total for the duration of the next adventure.
6	TheChaosWarriorgains+1 Wound to add permanently to his Starting Wounds total.

34 Lashing Blade

Forged from the twisted scales of a mighty serpent, this blade constantly flicks this way and that, ready to strike at any time.

This weapon unravels at the wielder's command, allowing him to strike at an opponent up to four squares away.

35 Shield of Spell Absorption

A black vortex surrounds this shield such that the shield cannot be seen at all, just a pool of cold blackness.

This item can hold any one spell. At the start of each adventure, the Chaos Warrior player may randomly select any one spell appropriate for his level from the Wizard's spell tables. This spell can be automatically cast once during the adventure.

36 Axe of Mighty Striking

For much of the time, this red iron axe lies dormant and powerless Yet if used at the right time, it howls its triumph as it is wielded with devastating power.

Once per game, this weapon will strike automatically, causing 8D6 Wounds Toughness and armour may be deducted as usual. At any other time, it counts as a magical axe with no other properties.



41 Parrying Blade

A shimmering haze surrounds this weapon and the wielder is protected by glowing bands of power.

This weapon reduces the Attacks of any one opponent of the Chaos Warriors choice by 1 per turn.

42 Mace of Terror

This weapon shrieks as if in hideous torment as it cuts the air, a soulless wailing of the damned.

This mace induces terror in Monsters when they are first placed on the board. Roll a dice for each Monster. If you score a 6, the Monster Is terrified and runs away. Remove him from the board. The Chaos Warrior does not get any gold for Monsters who run off.

43 Axe of Fear

A dull throbbing fills the air around this weapon suggesting great power about to be unleashed.

This blade induces fear in Monsters when they are first placed on the board. After the Monsters are placed, roll a dice for each Monster who is attacking the Chaos Warrior. If you score a 6, the Monster is afraid and will attack another Warrior instead. Take a Warrior chit (removing the Chaos Warrior chit from the cup) and reposition the Monster against his new target.

44 Blade of Wound Stealing

This dark red blade looks as if it has been made from coagulated blood, and thrums as it cuts the air.

Once per turn, when the Chaos Warrior has rolled the dice to hit, he may use this blade to heal the Wounds he causes, with that blow, gaining them himself. The Chaos Warrior's Wounds may not be taken above his starting total.

45 Crown of Speed

This crown flashes with energy, and its .wearer draws great power from it.

This crown increases the Warrior's Movement by +2, and adds +1 to all dice rolls to escape from pinning.

46 Armour of Fortitude

This armour is jet black in colour and seems to absorb light as its wearer strides through the dungeon.

This armour adds +1 to the Warrior's Toughness, and gives him a saving throw of 6 against any spell cast against him (+1 magic resistance).

51 Blood Armour of Chaos

This armour looks like a normal suit of armour, bur it is the armour of chaos - irrevocably fused with the flesh of the wearer.

This armour is fused to the Chaos Warrior's body, and gives him +1 Toughness per battle-level. He may now never wear any other armour, including shields and helms. The abilities of this armour may not be merged with any other.

52 Ogre Helm

This great helm is cast in dull bronze, and red light flickers within the visor slit.

This battle helm gives the wearer +2 Toughness.

53 Shield of the Void

This shield has a slivered, polished finish. unadorned by bade or emblem Only when it catches the light from certain angles does the eight pointed star of chaos blaze fiercely on its surface.

This shield gives the bearer +2 Toughness.

54 Death Helm

This helm is made of the bleached skull of some huge horned beast. giving the wearer a most fearsome appearance although the beast is long dead, some of its power is bound forever to the helm by chaos sorcery .

This helmet confers the following abilities on the wearer: +1T, +1 A, +1 WS.

55 Helm of Daemon Sight

The visor of this golden helm is cast in the shape of an eyeless face, the mouth frozen in a perpetual snarl.

This helmet increases the wearer's Toughness by +1, and allows him to re-roll any one dice roll per adventure.

56 Soul Blade

This chill white blade sighs as It pierces the flesh of the Chaos Warrior's foes, and the victim shrieks as his life essence is drained away.

Each time the Chaos Warrior single-handedly kills an opponent worth the amount of gold indicated in the table below with this blade, he rolls a dice. On a score of a 6 he sucks the life essence from the Monster, and may add +1 to one characteristic of his choice on his profile permanently.

Level	Gold value required
Novice	150+
Champion	600+
Hero	2,000+
Lord	4,000+

61 Shrieking Blade

The howling and shrieking of this weapon in battle is enough to drive many foes insane, and leave the rest weeping with terror.

Each Monster attacking the wielder of this weapon must roll a dice. On a score of 1 or 2, the shrieking of the blade is so fearful that he will not strike the Chaos Warrior at all, and does nothing but cower this turn instead.

62 Crown of Devastation

Power surges through this crown, heartening the wearer and goading him to acts of insane bravery.

This crown gives the wielder great courage, and he may make an extra Attack at +2 to hit every turn. The crown may be worn in addition to a helm.

**63 Hell Blade**

Chitterings and infernal whisperings emanate from this hellish weapon, forged from the pure stuff of chaos.

This chaos weapon doubles the wielder's Attacks every turn.

64 Armour of Regeneration

This armour subtly throbs and thrums with the power of the void it contains an echo of the life energies of all its victims.

This armour allows the wearer to regain 2 Wounds per turn. It also adds +1 to his Toughness.

If the wearer is ever knocked down to zero Wounds, then the armour ceases to work until he is back on his feet again.

65 Warpstone Charm

This piece of pure warpstone has been blessed in the name of the gods of chaos. It is beaten into the flesh of the wearer where it gives off a dull black glow.

This charm allows the Chaos Warrior to re roll one dice per adventure.

66 Chalice of Night

This black chalice is filled with a red viscous liquid. It never empties, and never spills a drop.

At the start of the adventure the Chaos Warrior may drink from the chalice. Roll a D6 The number he rolls is the number of Attacks which will hit automatically in the adventure. He may choose which Attacks will automatically hit, saving them until the time is right.

At the end of the adventure, any Attacks left over are lost, and the Chaos Warrior must roll again at the start of the next dungeon.

· JOINING THE RANKS OF THE DAMNED ·

Sometimes a Chaos Warrior will be so affected by the warping powers within him that he will be cast out from society, shunned as a pariah.

If this is the case then he has but to join the ravaging armies of the Northern Chaos Wastes. At other times this may come about as the Chaos Warrior is chosen by the gods of chaos to lead their forces into battle. Whatever the reason this will mean an end to a Chaos Warrior's adventuring career as he has been elevated into the ranks of the might warlords of chaos. The next time his companions meet him will probably be as a daemon prince on the fields of battle, or as a gibbering chaos spawn in the tail of the chaos army.

If a Chaos Warrior ever has more than 2 attributes per battle-level then there is a chance that he will be called to join the armies in the Chaos Wastes.

Roll a dice for every attribute over the maximum. If any score a 1 then the Chaos Warrior is out of the game, as he has gone to join the gathering of chaos armies in the far North, ready for perpetual battle in the twilight realm of chaos.

You make these dice rolls after you have paid, trained and gained any attributes, increases or artefacts for going up a level. For example, if after training at the Chaos Temple you have 14 attributes at level 5, then you are 4 attributes over the maximum allowance of 10. You must roll 4 dice one for each dice over the allowed 10. If you manage not to score any 1's, or you have enough luck to force a few re-rolls, then you may survive and eventually even go on to battle-level 6. Note that at level 6, you are allowed 12 attributes. So now you only have to make 2 dice rolls after training to see whether you storm off to do battle in the chaos wastes (assuming you did not gain any going up to level 6!).

As you can see, the Chaos Warrior walks a dangerous and knife-edged path, as it is his attributes that can make him a very powerful Warrior, but just one too many can push him over the edge and into oblivion.

· ROLEPLAY GUIDELINES ·

From this book you should have a good idea of what sort of a being the Chaos Warrior is. He will be enigmatic, guarded, seldom removing his armour (never, if he has any strange mutations to hide!). He will feel misunderstood, angry, resentful, or perhaps cynically amused with the charade he plays with the other Warriors.

He will be a great Warrior, and will recognise the need to stick together with the others. Although he is a powerful fighter, even the Chaos Warrior will not survive for long on his own.

CHARACTERISTIC TESTS

The Chaos Warrior is a little difficult to pin down as to what sort of tests he will be good at, as he is such an unpredictable Warrior. Generally, he will be good at combat-related tests, and will have a fair degree of knowledge regarding arcane and ancient objects, scrolls etc. He is not a natural dungeon adventurer, and would much rather be hacking down his foes on the plain of battle.

So, he will not have much time for nimble or agile manoeuvres, and will trust to the strength of his armour to soak up the damage of a blow rather than wasting time trying to leap out of the way. Nine times out of ten he will prefer to solve a problem with his sword, but the other Warriors will never know what devious tricks he will come up with next.

· CHAOS WARRIOR BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Move	WS	BS	Str	Damage Dice	T	Wnds	I	A	Luck	WP	Pin	Path of Chaos
1	0	Initiate	4	4	5+	3	1	3	3D6	3	1		2	5+	-
2	2,000	Champion					1								3
3	4,000	Champion					1		+1D6						3
4	8,000	Champion					1								2
5	12,000	Hero					2		+1D6						3
6	18,000	Hero					2								2
7	24,000	Hero					2		+1D6						3
8	32,000	Hero					2								2
9	45,000	Lord					3		+1D6						3
10	50,000	Lord					3								2

NOTES: Most of the Chaos Warrior's characteristic gains are determined by the Path of Chaos Table

CHAOS WARRIOR

Wounds: 3D6
Move: 4
Weapon Skill: 4
Ballistic Skill: 5+
Strength: 3
Toughness: 3 (4)
Initiative: 3
Attacks: 1



Equipment: The Chaos Warrior has the Mark of Chaos Equipment card.

Weapon: The Chaos Warrior carries an axe, which causes 1D6 Wounds plus his Strength (1D6 + 3).

Armour: Suit of armour, giving him +1 Toughness.

Pinning: The Chaos Warrior escapes from pinning on a roll of 5+.

Special Rules

See the back of this card for the Chaos Warrior's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

SPECIAL RULES

Gifts of Chaos

The Chaos Warrior starts the game with a number of special abilities and items. Before you start each adventure, roll a dice to see what these 'gifts' are.

- 1-3 2 chaos attributes and 1 chaos artefact.
 4-6 1 chaos attribute and 2 chaos artefacts.

The tables for generating chaos attributes and chaos artefacts can be found in the Chaos Warrior's rulebook and on the card supplied.



CHAOS ATTRIBUTES

1. **Mindless.** If the Wizard rolls a 1 in the Power Phase, the Chaos Warrior turns into a mindless, babbling idiot. He has a WS of 1 until the end of the turn, when he returns to normal.

2. **Arcane Knowledge.** If the Wizard rolls a 6 in the Power Phase, the Chaos Warrior is overcome by dark, chaotic thoughts. Roll a D6.

1-2 The Chaos Warrior may do nothing this turn. Any opponents who attack him may add +2 to their to hit rolls. The Chaos Warrior returns to normal at the start of the next turn.

3-6 The Chaos Warrior gains +1D6 Initiative for the turn. He may also take one random spell card, which must be cast immediately. The spell is cast automatically. If it cannot be cast for any reason, it is discarded.

3. **Poisonous Bite.** Once per turn, the Chaos Warrior may make a special Bite attack, in addition to his normal attacks. The Bite attack is at -1 to hit, and causes 2 Wounds, with no modifiers.

4. **Warp Magic.** At the start of the game, randomly select one spell card. The Chaos Warrior may cast this spell once during the adventure, and it works automatically.

5. **Teleport.** Once per game, the Chaos Warrior may teleport, instead of moving. He may teleport to any square on the board. When teleporting, he may ignore Pinning rules. Remember the rules for being lost in the dark though!

6. **Warp Frenzy.** At the start of each new event that reveals Monsters, roll a dice. On a score of 6 the Chaos Warrior is frenzied for the duration of the combat. While frenzied, he has +2 Attacks, but is at -1 to hit.

CHAOS ARTEFACTS

1. **Parrying Blade.** This weapon reduces the Attacks of one of the Chaos Warrior's opponents by -1.

2. **Ring of Desolation.** This ring allows the bearer to make an Ice Missile attack once per turn, in addition to any other attacks he might make. The Chaos Warrior must make a BS roll to hit. Any Monster hit is frozen for the rest of the turn. While frozen, a Monster may not attack or be attacked. The Monster will return to normal at the beginning of the next turn.

3. **Lashing Blade.** This weapon allows the Warrior to strike opponents up to four squares away.

4. **Chalice of Night.** Roll a dice at the start of the game - this is the number of Attacks that will hit automatically this adventure. The Chaos Warrior may choose which attacks hit automatically.

5. **Entrancing Blade.** This blade has a hypnotic effect on Monsters that are attacking the Chaos Warrior. Any Monsters attacking the Chaos Warrior must roll a dice. If they score 6, they may do nothing that turn.

6. **Axe of Mighty Striking.** Once per game, this weapon will cause 8D6 Wounds. Toughness and armour may be deducted as normal. The Chaos Warrior must state he is going to make this special attack *before* he rolls the dice to hit. If he misses, the attack is wasted. At other times the axe causes normal damage (1D6+3), though it does still count as being magical.



MARK OF CHAOS

The Mark of Chaos card represents the magical emblem which the Chaos Warrior has emblazoned on his flesh. The Mark of Chaos allows the Chaos Warrior to re-roll any single dice roll once per adventure.

